

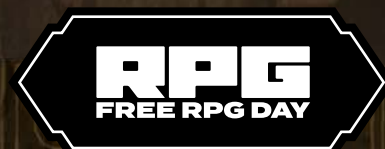


AVATAR

L E G E N D S

THE ROLEPLAYING GAME

100 YEAR
WAR ERA



ADVENTURE

REBELS & REFUGEES



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Avatar Legends: The Roleplaying

Game is based on the Powered by the
Apocalypse framework originally developed
by Meguey and Vincent Baker.

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nickelodeon

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OVERVIEW

If you've never played a tabletop roleplaying game before, welcome! Starting a new hobby can feel daunting, but everything you need to learn how to play is included right here in this book, including how to make your heroes and tell amazing stories in the Avatarverse. Don't be afraid to jump in and get started; the best way to learn how to roleplay is to try it out for yourself!

Avatar Legends: The Roleplaying Game is a heroic adventure game set in the world of *Avatar: The Last Airbender* and *The Legend of Korra*. This world is a fantasy setting inspired by Asian and North American Indigenous cultures, a land filled with breathtaking landscapes, majestic hybrid beasts, and unique marvels of technology and industry. Yet, it is also a world defined by struggle in which there are no absolute villains or perfect heroes—only people with complex motivations who come into conflict with others while striving to forge a future they believe is best.

In this game, you and your friends tell a story about a group of young heroes—the player characters, or PCs—who join together to fight for what's right in a complicated and nuanced world. One of your friends acts as the gamemaster (GM), describing the problems the heroes face and the people they meet along the way; the rest of you take on the roles of your own PCs, seeking to make the Avatarverse a better place.

This game focuses on stories of adventure and the personal journeys of heroes through the various trials in their lives. If you have ever wanted to throw yourself into the Avatarverse and craft your own adventures alongside your closest friends, then **Avatar Legends: The Roleplaying Game** is for you!

YOUR HEROES

In **Avatar Legends: The Roleplaying Game** you play one of the many heroes of the Four Nations. Your goal is to protect the world from harm and stand up for those without the power to stand up for themselves. You fight on the side of what is right, even if that is the most difficult path to take, and you understand that to achieve peace there must be balance in all things. In the full game, each player creates their own hero using a playbook, a kind of hero archetype—a set of abilities and details and story elements all wrapped together to help you make the coolest character possible. Each hero is known as a player character (PC) in contrast to characters not controlled by the players called non-player characters (NPCs).

In this booklet, you'll find pre-generated characters, ready to play and get into the action. They have some pre-selected elements, but they also have plenty of space for you to determine more about them. As you play, you'll make them your own!

You and your fellow PCs are the main characters; your decisions matter the most to the tale you're telling together. As you play, the GM presents the PCs with locations, situations, and characters that create new, interesting choices and events. You decide what your heroes do to respond to the situations they encounter from moment to moment!

ABOUT THIS BOOKLET

This booklet contains an adventure for **Avatar Legends: The Roleplaying Game**. This adventure is a fully playable adventure scenario, ready for your game! It includes a situation, a cast of characters, guidance on what is likely to happen during play and what the GM might do, and a set of pre-generated characters for the players to use! The final part of this booklet has two pages referencing the basic moves of the game and then a list of techniques used in the adventure.

Before turning to this adventure, make sure you're familiar enough with the game and the setting by reading our Quickstart, which you can download here:



In the Quickstart, you'll find the advice and tools you need to play through a couple of sessions of the game, but if you want to extend your game you should look into the full core book. The focus of the Quickstart is to get you playing as quickly as possible! These rules might make more sense to those familiar with the Powered by the Apocalypse framework, but they are designed to be used by anyone. If you have any questions or want to give feedback, you can head on over to our Magpie Games Discord (magpiegames.com/pages/avstqs24).



STARTING PLAY

The adventure in this booklet is set in the Hundred Year War Era. To get playing, the GM reads through the adventure to get a feel for it, and then the players can pick their pre-generated characters when it's time to actually play. Every adventure has a section to explain exactly how to use it, along with NPCs, important plot points, and any additional rules you might need.

The pre-generated characters each use one of the ten playbooks included in the core book of the game. Everything is already set to use immediately, except for the connection between the characters. Once each player has picked a pre-generated character to play and familiarized themselves with that character, they should introduce their character to the rest of the table, explaining who they are, how they appear, and anything else of note. If a player picks a character that mentions another pre-generated character that isn't chosen, assume that character is a NPC. Once every PC has been introduced, go back around the table with each player filling in one of the two connections on their pre-generated character, and then go around the table a second time for the second connection. Each connection requires a player to fill in the name of another PC, setting up a relationship between those characters. The GM asks questions to help flesh out that relationship and fill in the blanks. Otherwise, the pre-generated characters are all ready to use immediately.

GMING WITH THE QUICKSTART

If you're the GM for your game and you're using the quickstart we suggested to download, then you have a few more things you should do, beyond what your players must do. You should read through the entire quickstart booklet if possible.

Your goal is not to memorize everything, but to feel comfortable enough that you don't have to constantly check the rules or the adventure included here. It's fine to reference these texts during play, but you also don't want to lose momentum in the moment while you check some minor detail—so the more comfortable you can be in knowing the important elements, so you can make a judgment call on the fly, the better!



PREGENERATED PCs AND ADVANCEMENT

If you're familiar with the full game you'll notice these characters are customized for this adventure. They all start with a single mastered technique, and they also have unique advancement options, including moves from different playbooks, designed to help players select useful and fun advancements for a short game. When a PC advances, they should choose a growth advancement from this list instead of the normal list. These options give them the chance to see some more aspects of the system, including new techniques, in a way that wouldn't normally be available to them in a full game.

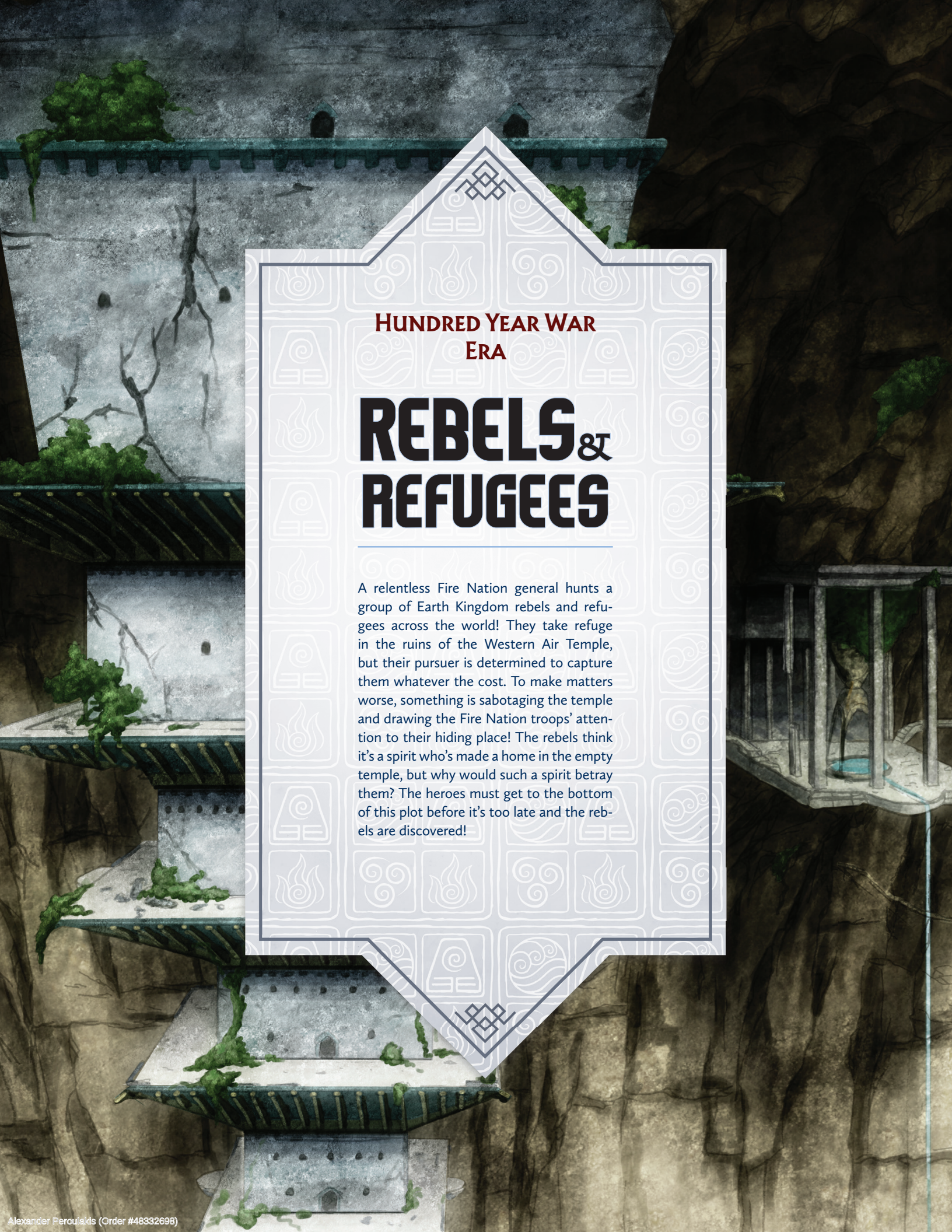
If you are the GM, then you should make a decision at the start of the game about whether or not you will give the PCs an automatic advancement or use the Growth Move mid-session.

By default, most of the growth PCs earn during play comes from the Growth Move. That move normally triggers only at the end of the session during a full campaign. If you played according to those rules, then the PCs wouldn't get much growth during play, and they likely wouldn't get to advance. In a full campaign, you'll play additional sessions so a slower pace of advancement serves the game. But in a single session of play, you might want to allow the PCs to advance a bit faster!

Your first option is to give the PCs one free growth advancement at around the halfway mark of play. This is pretty simple and effective. Just keep track of your overall time, and at the halfway mark, when you have a chance to pause, tell everyone to pause and pick a new growth advancement from the options available to them on their pre-generated characters. If you want to make sure the heroes all get to advance at least once, then you should just give them an advancement at the halfway mark.

Your second option is to use the Growth Move at the same halfway point. This might not give every PC a full growth advancement, but you also can see the growth questions in action and do some reflecting in play. You can always use the Growth Move at the end of play, as well, but that will usually only act as a satisfying summary of play unless you are planning on playing another session with the same characters. If you want to make sure the heroes have a chance to earn enough growth to advance during play, then you should use the Growth Move midway through the session.

Lastly, you can just ignore either of these options. If the PCs don't advance during play, that's okay! They'll still get to do plenty of fun, cool, awesome things with the abilities they have at the start. This is an especially good option if you're playing with new players. Choosing an advancement and tracking growth are systems useful for developing PCs over time, but in a single session of play, it can make the experience smoother for the players to more or less ignore those systems. If you decide not to do anything to speed up the rate of the PCs' advancement, you'll ultimately just make the game a bit simpler and easier to follow for all your players.



**HUNDRED YEAR WAR
ERA**

REBELS & REFUGEES

A relentless Fire Nation general hunts a group of Earth Kingdom rebels and refugees across the world! They take refuge in the ruins of the Western Air Temple, but their pursuer is determined to capture them whatever the cost. To make matters worse, something is sabotaging the temple and drawing the Fire Nation troops' attention to their hiding place! The rebels think it's a spirit who's made a home in the empty temple, but why would such a spirit betray them? The heroes must get to the bottom of this plot before it's too late and the rebels are discovered!



USING THIS ADVENTURE

The contents of this adventure create a sandbox for your PCs, a setting in which they can choose any path they'd like to move the story forward. Here are some of the tools you can find here:

- The “Summary” (page 5) provides an outline of the adventure and explains the various issues the town faces.
- The “Introduction” (page 9) brings the PCs into the story and sets up your group to undertake the adventure using pregenerated characters.
- “Important Characters & Groups” (page 10) provides information on NPCs the heroes might meet, including the two factions hiding from the Fire Nation.
- “Important Locations” (page 13) features different areas for the PCs to explore during the adventure and explains where important characters might be found.
- “GM Advice” (page 15) contains additional guidance for this adventure just for the GM and gives advice on how the adventure could end.

NO PATH TO THE END?

If you are used to running adventures with heavily detailed encounters and prepared NPCs, it might come as a surprise that few mechanics or predefined plot beats are written into this adventure, beyond the escalations and some information about

various NPCs. **Avatar Legends: The Roleplaying Game** relies on players triggering moves based on the actions they take during play instead of asking players to make any specific checks for specific actions required by the adventure.

Thus, every significant action a PC takes drives the action of the game forward; **there is no prescribed order of events**. Instead, the adventure puts the PCs in a messy starting situation that demands immediate action from the heroes! You can read more about playing and running **Avatar Legends: The Roleplaying Game** in the core book or the free quickstart provided on our website.

USING THE PREGENS

Rebels & Refugees assumes you're using the pregenerated characters provided at the end of this adventure (page 16). Histories for the pregenerated characters are included in their playbooks, and an inciting incident is included in the *Introduction* of this adventure. If players want to create their own characters, they can do so using the guidelines in the **Avatar Legends: The Roleplaying Game Quickstart** linked on page 1 of this booklet, and the GM should tailor the adventure to these new characters. If you're playing using existing characters from an ongoing game, your GM may want to be a little freer using escalations.

SUMMARY

In the Hundred Year War Era, a group of Earth Kingdom refugees are a long way from home, in the mountains to the north of the Fire Nation, and they are trying to escape the Fire Nation Army to safety. Thanks to their earthbending and the help of a squad of Earth Kingdom rebels, they've managed to stay one step ahead of the Fire Nation military. Their desperation has led them to the ruins of the Western Air Temple, where they hope to rest and wait out the Fire Nation's forces before seeking safer terrain in the south.

Unfortunately, **General Uyanga**, the commander of the Fire Nation military's forces in the region, has a spy embedded among the refugees. **Jianjun**, the spy, is leaving coded messages and is the reason the refugees can't escape from the general. Worse still, she has a plan to capture the entire group of rebels and refugees. While General Uyanga and her forces work to catch up to the rebels, Jianjun is in charge of slowing the general's target down and generally causing chaos.

On top of all that, a strange spirit is wandering the halls of the Western Air Temple, putting everyone on edge. According to Jianjun, who is masquerading as one of the refugees, the temple's human visitors are upsetting the spirit, as evidenced by the fruit being thrown at people and by the allegedly collapsing passageways. In reality, the spirit could help the rebels and refugees escape to safety. However, the heroes have to see past the spy's lies to access this help.

THE GENERAL'S PURSUIT

General Uyanga has a personal vendetta against the rebels. Over a month ago, they used their earthbending to collapse her home as a distraction while they freed prisoners in holding cells nearby. The **collapse mistakenly injured the general's young son**, and he now needs a walking aid to get around. The attack incensed the general, who swore revenge on the rebels and won't stop until they're captured. **Jianjun was in the general's home at the time of the accident** and was in charge of protecting her son; she sees the boy's injury as her own personal failure. She swore to help the general in her plan for revenge, and because the rebels hadn't seen her face while Jianjun was trapped under the rubble with the young boy, she made the perfect spy to infiltrate the rebel group.

While the refugees were resting in the rural Maizu Village, Jianjun seeded a rumor among the townsfolk that a Fire Nation military battalion was on its way. When the villagers and refugees ran for safety, she slipped into the group, pretending to be a villager who had accidentally joined the wrong party. Once it was safe to send word to Uyanga, Jianjun let her know where the rebels were. The general and the rebels have been playing a game of cat and mouse ever since, as the general draws closer and closer and the rebels do everything they can to flee.

WHERE THE HEROES COME IN

The heroes have been traveling with Haoran's rebels for the past two weeks. Up until now, the characters have provided minor help—providing medical aid, keeping watch, and basic bending. Just as the adventure begins, two giant falling statues block off an important passageway in the Western Air Temple, and the blockage causes the first real argument between the rebels and refugees (see **Introduction** on page 9). **Weili, leader of the refugees, and Haoran, leader of the rebels, argue about whether they should stay in the temple or make a run for it.**

Weili, an Earthbender refugee, wants to escape before anything else goes wrong. The general is hot on their tails, and they suspect a spirit in the temple is responsible for the collapse—if more collapses occur, they might find themselves in real danger. Meanwhile, Haoran wants them to stay put. He's certain that the group will get caught if they try to flee. If they're patient though, the Fire Nation Army might go right past the temple.

Both groups trust the heroes and ask help in deciding what to do. The heroes can side with the refugees or the rebels, or they can find a third option. Whatever they decide, they're sure to upset one of the Earth Kingdom groups.

- **If they decide to leave**, Jianjun collapses a passage during the process, forcing the groups to excavate in the middle of their exodus and giving the general time to catch up.
- **If they stay put**, Jianjun collapses other passages, limiting their freedom in anticipation of the general's attack.

THE WESTERN AIR TEMPLE

The Western Air Temple is built inside and beneath a massive cliff. It is a vast temple, with over a dozen inverted pagodas. When the rebels descended below via ropes, they worried that they might be trapped. However, despite the Fire Nation attack decades ago, the temple is still fairly intact, and the group has four functional ways to escape to the surface from their hiding place, described in depth in the later section **Important Locations** ("Important Locations" on page 13):

- **The Meditation Circle**—Next to a meditation circle is a series of ropes hanging from a cliff used by looters after the temple was emptied. The rebels and refugees used these ropes to enter the temple. Now, the visibility on the rock face makes it easy for Fire Nation patrols to spot anyone using it.
- **The Elevator**—An elevator is hidden in an overgrown entrance located on the plateau above where the temple is. Years ago, the hole down was blasted into the rock by the Fire Nation for the construction of an elevator to loot the temple.
- **The Mushroom Bridge**—Next to a stone shaped like a mushroom is a collapsing, hastily-made downed rope bridge.
- **The Air Vents**—A series of ducts designed to prevent air from ever growing stale within the temple's tunnels. They are secret but could be uncovered through careful investigation.

At the beginning of the adventure, the Elevator is out of use, thanks to Jianjun's sabotage. The group is aware of the Mushroom Bridge, but they haven't found the Air Vents yet. Import-

tantly, neither has Jianjun.

THE ANTAGONIST

Jianjun's mission is to entrap the rebels and make it easy for General Uyanga to capture them. Her last coded message was to inform the general that she would use blue smoke to signal when she'd finished corralling the rebels. When the rebels descended underground to the Western Air Temple, she thought stalling them until the general arrived would be a simple matter.

Earlier tonight, Jianjun was quietly placing a small device to split a support column in a hall of statues. She'd noticed a spirit taking interest in what she was doing in the halls, but she ignored it and continued her work as the spirit seemed mostly benign. Unfortunately, **Woong** and **Xinyan** also wandered in while she was placing the charge, and she'd had to think fast. **Jianjun pretended to fear the spirit**, calling out to Woong and the others to run from the spirit, which was offended by her stare. As the group fled, Jianjun triggered the charge. With the column fractured, two massive statues of Air Nuns fell against the passage leading to the Elevator. Within seconds, several tons of stone flooded the 20-foot-long tunnel behind the hall, cutting off the refugees from their best escape route.

And that's not the only passage at risk. Jianjun wants to destroy the Mushroom Bridge, too. Unless the heroes get to the bottom of things quickly, she's sure to burn down the bridge. Then she'll put the rest of her plan into action: destroy a third exit, escape via the remaining exit, and set off her blue smoke grenade, signaling General Uyanga to converge her forces on the location.

THE SPIRIT

Resembling a greenish yellow chimera of a koala and a goat, the three-foot-tall spirit wanders the halls of the Western Air Temple, seemingly bored or annoyed with most of the temple's new guests. The only exceptions to this are the benders, whom the spirit wants to play with. However, the spirit is only used to playing with Air Nuns. The temple's new residents simply see a gruff spirit who flings oranges at seemingly random people. **Jianjun has branded these antics as aggressive acts** from a spirit that's angered by humans making eye contact, and she has used the spirit as a scapegoat for the tunnel collapse. **Woong only helped to legitimize her story**, as it was the first time he had ever seen a spirit and he was terrified. He has been telling anybody and everybody about the harrowing experience. As a result, the refugees and rebels turn their heads away from the spirit when they notice the creature—or when Jianjun claims to see the spirit.

In reality, the spirit wanted to play a game like the one it played with the Airbenders who had once inhabited the temple, but since there weren't any Airbenders to create an airball, the creature threw oranges. The spirit knows Airbenders and Earthbenders are different, but it simply assumed that all benders play airball. The spirit threw an orange at Jianjun because it knows one of her secrets: she's a bender, too—a Firebender.

The heroes can learn more about the spirit through interacting with the creature, although doing so may draw grave

concern from the refugees and rebels who've bought into Jianjun's lies. Thankfully, the Great Library of the temple has enough information on the spirit to put to rest any worries about its presence. The records of the spirit's frequent visits also contain the name the Air Nuns gave the spirit: Tien.

When Tien threw the orange at Jianjun, it wanted to play a ball game with her. However, after Jianjun set off her rock-splitting charge, Tien stopped being friendly with the spy, because the spirit realized she was trying to destroy its home. She even toppled Air Nun statues memorializing the spirit's old friends. Throughout the adventure, Tien scowls at Jianjun, and pulls what could be interpreted as juvenile pranks on the spy, such as tying her boots together and shrinking to hide in her pouch, spook her, and disappear.

Tien understands human languages, and although the spirit doesn't speak any of them, it can communicate through pantomime. If the heroes can put the spirit in a good mood—perhaps by playing a game of catch or meditating, **they might be able to directly learn some important facts, such as Jianjun's ability to bend or the existence of the Air Vents.**

What about the Spirit's Stats?

The spirit Tien isn't listed in the **Important Characters & Groups** section (page 10) because it's beyond the scope of the NPC system. The heroes can interact with the spirit, but Tien doesn't have Fatigue, Conditions, or other stats. If Tien feels annoyed or threatened by the heroes, the GM can simply declare the confrontation over, and the creature can exit by floating through a wall. By the same token, only two things are stopping Tien from providing immense help: whether Tien is in a good mood and if the spirit trusts that the characters don't mean the temple any harm.

PARANOIA

After one or two additional collapses, **the heroes are likely to become suspicious of sabotage**. The spirit (explained above) doesn't escalate in violence when it's spotted, but accidents keep happening, nonetheless. Here are a few ways the heroes could come to the conclusion that Jianjun is involved:

- Jianjun sabotages something, and the heroes catch her in the act.
- The spirit provides information on the sabotage.
- One of the NPCs (or heroes) grows suspicious of Jianjun's accusations about the spirit.

Whatever the case, you should incorporate this into the *Critical Decision* and *Escape* sections (below). You can also check out the GM advice *Dealing with Jianjun* for more tips.

CRITICAL DECISION

Ultimately, the heroes have to decide whether it's better to stay put and hide from the incoming Fire Nation military or to make a break for it. Both decisions cause their share of anxiety. If the refugees stay put and Jianjun's plan comes to fruition, they'll be caught for sure. However, if the refugees run at the wrong time or in the wrong direction, they'll blunder right into Fire Nation soldiers. Regardless of the decision, the heroes also have the possibility of faking out the Fire Nation. If they can move quickly (possibly by riding the pregen Kyung's walrus-yak Eumme), they can leave false signs of the refugees' movements, tricking the Fire Nation military. If the Firebenders believe the refugees are on the move, the heroes can send the soldiers on a wild goose chase, buying the refugees time to actually escape (or causing General Uyanga's forces to move in early.)

Making this decision for the group is more than just picking an option; the heroes will need to convince the two groups to go along with the plan. Initially, Weili and the refugees are in favor of sneaking out of the Western Air Temple as soon as possible, before any other passages collapse. Meanwhile, Haoran and his rebels advocate staying put, citing the risks of moving while General Uyanga's forces are so close. The two are stubborn but reasonable. Both have enough experience to believe that they're right, but they can be convinced by the heroes—see the GM advice on how to do this.

ESCAPE

While the general and her troops are hunting for the group, leaving the Western Air Temple is not a safe plan, but particularly desperate refugees or heroes might take a chance anyway. At the beginning of the adventure, this is Weili's preferred course of action. The net is closing in, and Weili believes that, despite the danger, they have to move before they lose their chance forever. So long as the heroes can keep Jianjun from revealing the refugees' position, they have a chance of success.

If the heroes make the choice to run and haven't uncovered Jianjun yet, she will take that opportunity to alert the Fire Nation forces and corner the refugees. She will set off the blue smoke grenade somewhere outside, likely leaving the rest of the group to find a place to set it off. The characters might notice her leaving or follow her. If they do, they can catch her setting off the grenade, with one last chance to stop her before a highly visible cloud rises over the area. If they try to stop her, they're in for one more surprise: Jianjun is a Firebender. To keep her from alerting the Fire Nation military, they'll have to fight her.

If the characters aren't in the area—for example, if they moved away to try to distract the Fire Nation forces—then they'll only notice something is up when the blue plume of smoke rises. The only chance they'll have to save the refugees is to turn back and help them flee from the Fire Nation's military. A desperate chase ensues!

If Jianjun is stopped and the refugees are on their way, they'll have to navigate their way past Fire Nation military soldiers. So long as they make their way to safety at night, sneaking past the soldiers should be tense but not difficult. The soldiers have campfires, which ruin their night vision, making it difficult for

them to spot people skulking around in the darkness. Additionally, so long as the refugees and rebels aren't using the Meditation Circle's ropes, their escape is at least partially concealed.

Running the Chase

If the PCs and the refugees attempt to escape, the GM uses clocks to track their escape and the pursuit of their opponents. A clock is a circle split into multiple segments; you fill in segments as certain events happen, and when all the segments are filled in, something significant occurs.

This usage has two competing clocks—one tracking the refugees' escape, and one tracking the Fire Nations' pursuit! If the escape clock fills, then the refugees escape. If the pursuit clock fills, then the refugees are caught by the Fire Nation forces! If, by some chance, the clocks are filled in at the same moment, the refugees do successfully escape...though the Fire Nation soldiers arrive in time to know they've gotten away.

Draw the two clocks when the pursuit actively begins—when the refugees and/or the PCs are fleeing. At all times, the Fire Nation soldiers are assumed to be trying to find the PCs and the refugees, so the most important trigger for transitioning to a clock is when the PCs and refugees try to escape.

ESCAPE CLOCK

The escape clock tracks when the refugees successfully escape from pursuit. If it fills, then the refugees have managed to get past the bulk of the Fire Nation forces—the rest of the island between the edge of the Fire Nation-controlled area and the port is fairly empty, so they should be able to reach the port and escape!

This clock always has 4 segments. The refugees always start at the temple, and they always have the same distance to get to the port, where they can flee from these islands.

Fill in one segment of the clock each time one of the following events happens:

- The Fire Nation soldiers are distracted or led in the wrong direction
- A Fire Nation patrol is evaded, avoided, defeated, or escaped from
- The refugees find and use a new, faster, and safer path forward
- Jianjun is defeated
- General Uyanga is defeated (x2—if this occurs, mark the clock twice)

EXAMPLE ESCAPE CLOCK



Starting Clock



Jianjun is defeated
+1 segment filled



General Uyanga
is defeated
+2 segments filled



Patrol is evaded
+1 segment filled, all segments
now filled! Escape!

That means if the PCs avoid all fights against Jianjun and General Uyanga, they'll have to navigate the Fire Nation soldiers several times to make it past them. With PC help, they can also find "new, faster, and safer" paths forward—strategies and pathways the PCs might discover or invent as they attempt to escape. As the GM, be generous toward PC creativity here—if they come up with a cool plan to cut across the Fire Nation patrols, go with it! And as long as it doesn't go horribly awry, it should help speed along the escape clock!

Be careful to avoid a rote temptation to just throw one squad after another at the PCs so they can fill the clock and escape. Instead, follow the fiction and use your moves to lead into new, different, interesting situations.

PURSUIT CLOCK

Draw the clock with a different number of segments based on the situation, starting with 4 segments:

- -2 segments if Jianjun sets off a blue smoke grenade to alert the Fire Nation military
- -1 segment if the escape is during the day
- -2 segments if the escape uses the Meditation Circle's ropes
- -1 segment if the refugees or PCs sent up a scout to investigate before—the scout's presence left evidence that helped alert the Fire Nation
- -1 segment if the PCs spent time hunting for answers in the Great Library
- +1 segment if the PCs are creating an active distraction to draw off the Fire Nation
- +1 segment if the PCs safely waited for the Fire Nation Army to pass by



IMMEDIATE CHASE
NO SEGMENTS



Jianjun set off smoke grenade,
escape is during the day
ONE SEGMENT



Group uses Meditation
Circle exit
TWO SEGMENTS



PCs sent up a scout
THREE SEGMENTS



PCs created active distraction
FIVE SEGMENTS



PCs created active distraction,
safely waited for army to pass
SIX SEGMENTS

That means in an ideal scenario, the clock might have 6 segments! It also means that if Jianjun sets off the blue smoke grenade, during a daylight escape from the Meditation Circle's ropes, the Fire Nation will be on them immediately as they exit!

Once you have the clock set up, keep playing as normal. Tick 1 segment of the clock whenever:

- Any Fire Nation soldiers spot the rebels/refugees/heroes and signal the other soldiers
- A fight against the Fire Nation soldiers breaks out with the refugees nearby
- The Fire Nation soldiers find any evidence of the rebels/refugees' path
- Any PC loses their balance or is taken out

When all the segments of the pursuit clock are ticked, that means the Fire Nation soldiers know exactly where the refugees are, and they descend upon the PCs in force. In particular, General Uyanga descends upon the refugees. It's not impossible for the PCs to distract her and allow the refugees a chance to escape, but she is a terrifying enemy, and her appearance will change the nature of the fight.

Don't stop tracking the escape clock once the pursuit clock is full! The refugees might still be able to escape with the PCs' help, especially if the heroes manage to defeat Uyanga! If the pursuit clock is full, the Fire Nation soldiers try to chase the refugees across the island to the port, but as long as the refugees fill up the escape clock, they have a head start and can probably get on the boat and depart...though you can still have some awesome scenes where the PCs defend the refugees' final escape as they're embarking on the boat.

But if the refugees have to confront Uyanga and the other Fire Nation soldiers without the PCs, they will simply lose—even the rebels don't stand a chance against that much opposition. Then, the next story can be about the PCs freeing the refugees from the Fire Nation's clutches!

Staying Put

If the heroes decide that staying put is the best way to escape General Uyanga's trap, then their only hope is to expose Jianjun and decide what to do with the spy. Otherwise, she'll lead the general's soldiers right to their door at a moment of weakness, and the whole group will likely be captured. If the refugees and the heroes try to stay put while Jianjun is active, she will inevitably set off the blue smoke grenade at the right moment—the refugees will have to flee immediately or risk being easily caught and cornered in the Western Air Temple. In that case, they'll probably start the pursuit clock with barely any segments, as they won't be choosing when they flee, and Jianjun's signal will have been sent.

If the PCs do catch Jianjun before she sets off the signal, they can wait a few days and let the general move her forces to the next area. In this case, they get an additional segment on the pursuit clock! However, remember that this is only an advantage if they wait safely; if Jianjun is still around or there is some other danger of the Fire Nation approaching, then waiting won't give them much of a benefit.

HOW IT ENDS

Although the *Critical Decision* is important, enacting the plan the heroes pick isn't the end of the journey. The plan was always to get the refugees to a southern port where they can be ferried to safer places. However, it's up to you and your group whether the heroes' journey ends your players' journey too. Some groups may want to end on an emotional high point, in which case the natural end of their adventure may be just after the excitement of tricking the Fire Nation and the mad scramble to safety. For groups that want deeper emotional closure, additional sessions may be needed to complete a new goal, but that isn't supported in the scope of this adventure. You can check out the **Avatar Legends** core book for more ideas on how to continue your game.



INTRODUCTION

The heroes start the game in the Western Air Temple with the Earth Kingdom's refugees and rebels. While not all of the heroes are from the Earth Kingdom, they have been traveling with the rebels for the past two weeks and want to help the refugees find a place safe from Fire Nation oppression. While the heroes aren't officially rebels, they've been helping the Earth Kingdom's defenders long enough that most rebels consider the group part of their team.

WHERE WE START

When the action starts, two massive statues of Air Nuns have been knocked down, collapsing a passageway and walling off the exit to the Elevator. Word of this quickly reached the leaders of the rebels and refugees, who ran to the hall of statues to assess the situation. Here, the heroes are caught between Weili—leader of the refugees—and Haoran—the rebels' commander. Both have made their judgments and want the heroes to weigh in on the situation.

Weili's Argument

Weili wants to gather up his people and leave before anything else happens. The spirit's presence has been spooking his fellow refugees, and he'd just as soon leave the creature behind. Jianjun, in particular, seems to have caught the spirit's ire, although the strange creature has thrown oranges at several other people. Oddly enough, if Jianjun is present during this heated debate, she throws her lot in with Haoran, claiming that the spirit doesn't scare her nearly as much as the Fire Nation does. Nevertheless, Weili points out that if the spirit makes a mess of just one more exit, they won't have a choice of which exit to take.

When Haoran counters that fleeing with the Fire Nation troops so close could give away their position, Weili points out

that the troops could just as easily search the temple and find them. Weili isn't acting out of fear, but he has gotten used to being on the run, and the idea of sitting still and giving up mobility is deeply uncomfortable for the refugee leader.

Haoran's Argument

Haoran demands that the refugees stay put, pointing out that they've only been waiting for a day and that the Fire Nation military was right behind them. He's certain that the refugees will be spotted by scouts if they try to leave now. Haoran stresses that patience is essential. The Fire Nation's forces are used to staying on the move, too. Haoran is certain that they'll pass over the temple if they don't see any signs of the refugees, and he points out that they have more than enough food and access to fresh water to wait that long. Haoran admits that the spirit is a problem, but not as big of a threat as General Uyanga. If Jianjun is present, she agrees with that assessment of the spirit, claiming that as long as people avoid eye contact with the spirit, the refugees can avoid further problems.

Checking the Surface

Regardless of which side the heroes take, everyone can agree that sending a scout or two up to the surface before sending the whole group would be wise. If they do so, they rapidly confirm Haoran's suspicions: the Fire Nation military has small encampments spread around the plains surrounding the Western Air Temple. If the rebel scouts investigate during the day, they see groups of Firebenders patrolling the area, with a few places on fire, as the soldiers practice attacking groups of wooden targets. If they check the surface at night, they see dozens of campfires spanning the region. There are hundreds of soldiers. Sneaking past them during the day seems impossible, but doing so after nightfall seems merely difficult. Note, however, that sending out scouts is inherently a bit costly—the scouts draw some amount of attention to the temple, meaning that the pursuit clock will start with one fewer segment.

IMPORTANT CHARACTERS & GROUPS

The Western Air Temple's passageways hold a handful of important characters, not to mention the Fire Nation's force aboveground. The following pages contain information on these NPCs, including descriptions and stats you can use in game.

List of important characters & groups

- **Jianjun**, a Fire Nation spy embedded with the refugees
- **Weili**, leader of the refugees and an Earthbender
- **Woong**, a lighthearted teen refugee and an Earthbender
- **Refugees**, the group of Earth Kingdom citizens in hiding
- **Haoran**, leader of the rebels
- **Xinyan**, a newly recruited rebel
- **Rebels**, the rank and file rebels
- **General Uyanga**, a Fire Nation general leading military exercises aboveground
- **Fire Nation Military Soldiers**, the warriors under General Uyanga's command

JIANJUN

MAJOR NPC

Jianjun is a Fire Nation spy embedded with the refugees. A Fire Nation citizen partially raised in the Earth Kingdom, she understands the refugees' customs and is an expert in misdirection. When she came of age, Jianjun was accepted as a member of General's Uyanga's family guard, and she took up the position with pride. As a trusted member of the family, Jianjun became the protector of Uyanga's son when he was born, and she saw him as a surrogate son. The collapse that led to General Uyanga's son's injury was the single most terrifying moment of Jianjun's life—feeling helpless as she saw the young boy trapped under the rubble alongside her. When Uyanga swore to capture the rebels, Jianjun was the first person to offer her services; she must right this wrong. However, she has one issue: the more time she spends with the rebels and refugees, the more sympathy she has for the refugees. Perhaps they're innocent in all this and shouldn't be tied to the rebels' actions just because they're traveling together.

DRIVE: Trap the rebels

PRINCIPLE: Duty 0 +1 +2

CONDITIONS: Afraid, Guilty, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: A Single Spark

WEILI

MAJOR NPC

A former village elder now serving as the refugees' spokesman, Weili is a man near the end of his rope. When the Fire Nation took control of his village, he refused to live under their rule, and when he left, a group of loyal followers went with him. The months on the road and countless close calls have fatigued him. Though he's a wise man with a great deal of experience in life, his patience is growing short, and his disagreements with Haoran aren't helping. When he suggests fleeing, he's not being reckless; he honestly thinks it is the best course of action. He trusts his people, and, even though she's a relatively recent addition to his group of refugees, this includes Jianjun. Current tensions aside, he actually likes and respects Haoran, especially because the rebel leader has done a great job of maintaining order in these chaotic times.

DRIVE: Get the refugees to safety

PRINCIPLE: Leadership 0 +1 +2 *

CONDITIONS: Afraid, Angry, Troubled

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Earth Gauntlet

*Weili starts with his balance at +1, and it shifts up every time he is ignored or overruled without any of his grievances or concerns being addressed. If he loses his balance, he tries to flee with as many of the refugees as will follow him.

WOONG

MINOR NPC

Woong is a teenager who has been helping his fellow refugees stick together. He behaves as a silly young man because he knows that in these difficult times keeping a smile on your face is a real challenge, so he does what he can to make it easier for people to laugh and smile. He can be serious, but he's also been heard to make an odd joke or two to several different people, and he will undoubtedly try a joke out on the heroes at some point. When he's not trying to make people smile, he's helping Weili distribute food and is one of the refugees' cooks in the rare instances when they have something to cook and can risk setting a fire. Woong witnessed Jianjun setting off the charge that collapsed the statues; however, because of the intensity of the situation and Jianjun's crying that the spirit was attacking, he remembers it wholly as the spirit's responsibility. If pressed, he might confront his memories and recall slightly different—true—details.

DRIVE: Lift people's spirits

PRINCIPLE: Care 0 +1

CONDITIONS: Afraid, Troubled

FATIGUE: ◇◇◇◇

TECHNIQUES: None



REFUGEES

MINOR NPC GROUP

The Earth Kingdom refugees are exhausted. They followed Weili because they believed in his leadership, and still do, but the weeks on the road have exhausted them. Their narrow escapes from the Fire Nation have worn down their nerves and primed them to react first out of fear, which makes them especially vulnerable to Jianjun's lies. They're accustomed to running and hiding, so it's hard to accept that the temple's spirit might be friendly. Nevertheless, they're used to coming together and helping each other out, which has saved them before and will doubtlessly save them again.

DRIVE: Help each other

PRINCIPLE: Community 0 +1

CONDITIONS: Afraid, Insecure

FATIGUE: ◇◇◇

TECHNIQUES: None

HAORAN

MAJOR NPC

Three years ago, the Fire Nation military raided a village neighboring Haoran's hometown. He immediately ran to the village to see what he could do. Since then, he's been putting himself in harm's way to help refugees find safety. Though he never served in a traditional military, this former math teacher has proven himself capable at leading fighters and forming strategies. He's more than comfortable taking personal risks, but he's less cavalier about the safety of others. Haoran's biggest regret is collapsing General Uyanga's home and injuring her son, though he will never admit it. He'd do just about anything to liberate his people, but hurting innocent children isn't one of them. When he butts heads with Weili, it's because he knows the Fire Nation is close—too close for needless risks. Like Weili, he has respect for his counterpart. However, his experience as a rebel soldier has taught him to not take chances that can be easily avoided.

DRIVE: Keep the Fire Nation from Finding the refugees

PRINCIPLE: Caution 0 +1 +2

CONDITIONS: Afraid, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: Counterstrike

XINYAN

MINOR NPC

Xinyan has only been with the rebellion for a few months, having joined after the Fire Nation attacked her village. She is excited to be part of the group and eager to take action against the Fire Nation. This makes her the most and least likely to listen to Haoran; she wants to prove herself to the rebel leader, but she also dislikes sitting still. She originally vouched for the heroes with the other rebels and thinks they're cool (see **Pregenerated Characters**). Because they helped her at the start, she's willing to help them out with the other rebels if they ask her to. Xinyan was alongside Woong when Jianjun set off the charge that collapsed the tunnel. She isn't nearly as sure that the spirit caused the collapse, but Woong was so confident that she has remained quiet about her concerns.

DRIVE: Take Action to make the refugees safer

PRINCIPLE: Action 0 +1

CONDITIONS: Afraid, Insecure

FATIGUE: ◇◇◇

TECHNIQUES: None

REBELS

MINOR NPC GROUP

The rest of Haoran's rebels are more seasoned than Xinyan, but are still just regular people trying to make a difference in an unjust world. Largely comprising farmers-turned-fighters who are skilled at using weapons and technology, the rebels trust their leader implicitly. Haoran has gotten them out of sticky situations in the past.

DRIVE: Rebellion

PRINCIPLE: Support 0 +1

CONDITIONS: Afraid, Insecure

FATIGUE: ◇◇◇

TECHNIQUES: None

GENERAL UYANGA

MASTER NPC

Commander of the Northern Fire Nation military, the general was born into military life, with both of her parents serving in the Fire Nation military before her. As a result, she firmly trusts in time-tested strategies. Uyanga has a personal vendetta against this particular group of rebels after they collapsed her home and injured her son. She never believed someone would attack her in her home, and she doesn't see the irony in what the Fire Nation is doing to the Earth Kingdom. Though Haoran has eluded her so far, Uyanga knows that it's only a matter of time until the rebels slip up, especially now that her spy Jianjun is among their numbers. Unlike her spy, the general sees no difference between the refugees and the rebels; when the time comes to capture the refugees, she'll capture everyone and put them all in chains.

DRIVE: Capture the rebels

PRINCIPLE: Justice 0 +1 +2

CONDITIONS: Afraid, Angry, Guilty, Insecure, Troubled

FATIGUE: ◇◇◇◇◇◇◇◇◇◇

TECHNIQUES: *Fire Blade, Fire Whip*

FIRE NATION MILITARY SOLDIERS

MAJOR NPC GROUP

The Fire Nation military soldiers are loyal to their commander. Many of them were stationed at the prisoner camp near the general's home when the rebels attacked, and they saw the attack on Uyanga's son as a personal affront. The other soldiers in the troop have heard the story and are equally motivated.

DRIVE: Follow General Uyanga's orders

PRINCIPLE: Loyalty 0 +1 +2

CONDITIONS: Afraid, Angry, Insecure

FATIGUE: ◇◇◇◇◇

TECHNIQUES: *Flame Knives*

Using General Uyanga

It's possible to through this whole adventure and never run into General Uyanga! She's behind the entire Fire Nation search for the refugees and the rebels, but that doesn't mean she's exactly where she needs to be for some epic final confrontation. If the PCs manage to lead the refugees out safely and stealthily, then they might totally circumvent her, even if they still have to confront Jianjun! Use General Uyanga only as an escalation that befits the fiction—in particular, if the pursuit clock (page 8) is filled, then it makes sense she'd descend upon the refugees. She's a truly dangerous foe, more dangerous than Jianjun, and bringing her into a fight with PCs who've already gone through the wringer means they're in real trouble. If everything has gone awry, she might find the PCs with enough time for them to try to hold her off while the refugees flee. If the PCs act as a distraction, then she might follow them and attack, allowing the PCs to keep her attention fully diverted through the whole fight. If the PCs defeat Uyanga, great! But that won't solve the overall threat, as the other Fire Nation soldiers will pick up the chase. So remember to be careful about introducing her into the chase or conflict.





IMPORTANT LOCATIONS

The Western Air Temple is one of the four formerly great Air Temples in the world. Like the other Air Temples, it was cleared out by the Fire Nation at the beginning of the Hundred Year War and now lies uninhabited. Unlike the other temples, which sit atop mountains, the Western Air Temple hangs beneath a cliff's overhang, and over a dozen inverted pagodas reach downward like stalactites. Entering the temple grounds is nearly impossible without airbending or earthbending—only four ways into the temple exist, all of them with their own dangers.

Though the temple grounds are extensive, there are a few areas of particular importance.

HALL OF STATUES

There are a number of statue halls in the temple, as the name implies, this hall of stone carvings depicts people, mostly Air Nuns, along with some Air Monks and a few Air Nomad Avatars. The statues are about 15 feet tall, standing on raised daises, each five feet tall, that make the stone Air Nuns tower over everyone who enters. The hall had an exit to the Elevator, but when the adventure begins, two of the massive Air Nuns have been knocked over, and the passageway beyond has collapsed.

After the initial debate over whether the statues and rubble can be safely moved, the hall is mostly unused. The heroes can return here to investigate how the statues fell. If they do, they may see that a tremendous force would be needed to topple the statues. While it's not hard to believe that a spirit could be capable of exerting a great deal of force, a skilled technologist who's relying on their skills and training might be able to see an explosive charge was used.

GREAT LIBRARY

The Great Library catalogs centuries of Air Nomad teachings and meditations, as well as information collected from the other nations. In fact, some of the texts in the library are so old that they predate paper, carved into clay or inked on bamboo. Helpfully, the library contains several documents on Tien, as the spirit has frequented the temple for almost as long as the temple has existed and the Air Nomads made a record of some visits.

Heroes willing to spend precious time looking for more information on the spirit may find Tien's name, as well as records of Tien's periodic visits to the Western Air Temple. If the heroes find the records they learn the following:

- Tien enjoyed participating in the various activities of the Air Nuns. For the most part, this means that it meditated along with the nuns, but it also played airball and tried the sky bison obstacle course a few times. The records don't mention whether the spirit was any good at the sports, but they give the impression that the nuns had more fun on the occasions that Tien joined them.

From this information, the heroes can guess that Tien isn't interested in being aggressive to the refugees, which means that Jianjun is mistaken or lying. They can also guess that if they want to attract the spirit's attention, they should play a game or meditate. If they do, Tien appears soon afterward.

Note, however, that spending enough time hunting for information in the Great Library is completely certain—as long as they spend the time, they find the information—but costly. The pursuit clock starts off smaller because the PCs have used up some time searching for information.



MEDITATION CIRCLE

The Meditation Circle sits at the center of a meadow at the edge of a cliff and is the most obvious way into the Western Air Temple. In years past it allowed tranquil contemplation of the winds flowing through the plain and along the cliff. The fingers of a stone hand reach out of the ground to mark the location. Attached to these fingers are a series of abandoned ropes, secured by looters looking for treasure in the temple. Traversing the ropes quickly and safely requires impressive athletic skills or a suitable use of bending (for example earthbending helpful footholds to use with the ropes). The ropes are dangerous at the moment because they are so out in the open.

ELEVATOR

One of the more covert foot entrances to the temple, the Elevator is sheltered in the nearby woods, near an overgrown forgotten path making it difficult for someone to stumble upon. It was created by the Fire Nation not long after the temple was emptied of people. They blasted a hole into the temple and lowered a makeshift elevator down to confiscate artefacts. Once the plundering was done, the elevator fell into disrepair and was largely forgotten. A skilled mechanic could probably get the elevator working again. Unfortunately, this entrance is the one that Jianjun targets first, blocking the tunnel with statues of Air Nuns in a hall of statues. If unblocked and repaired, it provides an excellent way for the trapped Earth Kingdom citizens to escape from under the Fire Nation military's noses.

THE MUSHROOM BRIDGE

A relatively small entrance to the temple, the Mushroom Bridge is located next to a gray basalt rock with a dome at its top, which looks like a large mushroom from a distance. The makeshift bridge was created by former refugees hiding in the temple before they realize living in an old Air Nomad sanctuary was exceedingly difficult for non-Airbenders. The bridge is only large enough for one person to pass at a time, making it a poor choice for such a large group of refugees to escape. Nevertheless, it is possible for the refugees and rebels to make a slow, tense escape here.

THE AIR DUCTS

Most of the Western Air Temple is open to the air or has windows to let air in. However, the temple's tunnels have poor airflow, at least when there aren't Airbenders around to help the circulation. To ensure that the tunnels always have fresh air, a series of air ducts runs through several of the tunnels and out to the side of the cliff. As an escape route, the ducts have the same problem as the Mushroom Bridge; they're too small for many people to exit at once. However, they are extensive, so Jianjun cannot block the ducts without making it obvious that there's a saboteur among the refugees. Of course, the heroes have to learn that the ducts connect to the surface first, which requires investigation.

ZEPHYR YARD

The Zephyr Yard is one of the temple's courtyards that sits under the cliff, exposed to the air currents that run through the temple's pagodas. It is home to an odd assortment of metal, stone, and horn tubes, contraptions used for airbending training. Because of the way the wind blows along their surfaces, the Zephyr Yard always features a droning, low-pitched hum, making it an easy place to meditate. Because of the hum, the airbending training devices, and the possibility of finding people meditating, the yard is one of the spirit's favorite places in the temple, and the spirit can often be found here.



GM ADVICE

This adventure is deceptively simple. At its heart is a simple choice: run or hide. However, there is much to do and discuss before making that decision. And there is a wealth of hidden information to be learned from the people present.

DEALING WITH JIANJUN

If the heroes find out that Jianjun is a spy before she acts, they need to figure out what to do with her. Taking her by surprise is easy; the characters outnumber her, and any one of them is a match for her. That means she won't stand and fight them—she's going to try to flee if confronted, especially to warn the Fire Nation military. The last thing the PCs need is for her to get to the surface and signal the general. But what if the heroes don't figure out who she really is before the group's making their escape? She'll do everything she can to alert the Fire Nation to the fleeing refugees—likely escalating the situation dangerously. At that point, the PCs might have an enormously difficult struggle on their hands.

To avoid such a lopsided conclusion, be sure to emphasize the mystery of treachery and a possible spy. Make sure that Haoran and Weili both give voice to suspicions about someone betraying the group—how else to explain how perfectly the Fire Nation has followed them? Jianjun herself might seem a little suspicious, giving the heroes a reason to keep a closer eye on her so that they can spot her setting off her rock-splitting charges.

The spirit Tien might even provide clues. If Tien steals Jianjun's pouch, for example, then the hero who finds it would have an opportunity to notice the explosive charges or smoke grenade inside—clear evidence she's up to something!

If the heroes miss every clue but are nearby when Jianjun tries to signal the general, they have one last chance to stop her once she activates her smoke grenade. It takes a few seconds to create smoke that's noticeable from a distance—time that the heroes could use to extinguish the device and fight the spy.

HANDLING NEGOTIATIONS

Since Weili and Haoran are the leaders of their groups, it makes sense to talk directly to them and try to convince those two that the combined group should stay or leave. Both are fairly committed to their course of action, however, and neither is likely to budge easily. **Pleading** with them won't get them to change their minds, exactly—it might get them to help with something that is happening right now, but it won't convince them. They can be **tricked** or even **intimidated**, but both of those courses have their own risks and consequences. If they **lose their balance**, then they will have a dangerous moment of some kind, but after that they can effectively change their balance and come around to a new idea if it fits the fiction. And if a PC tries to **assess the situation** (perhaps asking "What can I use here to [convince Haoran or Weili to change their mind]?"), then that's a great way to describe a path forward through interesting action...like convincing their subordinates, Woong or Xinyan.

Woong, Xinyan, and other rebels and refugees are much more easily persuaded than Weili and Haoran. If nothing else, getting Woong or Xinyan to lose their balance may be easier, and just as likely to lead to a change in perspective. But the companions should be able to **plead** with Woong or Xinyan for help in convincing Weili or Haoran to change their minds. If Woong or Xinyan come around and help convince Weili or Haoran, then they provide the PCs with an advantage like +1 forward. If Woong or Xinyan are especially convinced or fervent in their support of the PCs (for example, if they change their balance), then they can even advocate heavily and give the PCs a full shift up on their results to **plead** with Weili and Haoran, turning a miss into a weak hit and a weak hit into a strong hit.

ESCALATIONS

The heroes can deal with the situation in any way they choose. They may decide they want to flee, hunker down and hide from the general, or even do some research to investigate the spirit. No matter what they decide, the action shouldn't stop. Use escalations to add conflict when the players run out of ideas or the action falters, or to reveal new information and add action to a scene. Some escalations will provide new information that may make the players question their actions, and other escalations are opportunities for action always be sure to modulate the escalations to the existing fiction of your game so far, and to the intensity of the moment—if you're early in a session, some less intense escalations are probably appropriate, but as you get farther and farther along, amp up the threats and the action with more significant escalations.

Here are some example escalations:

- A Fire Nation scouting group discovers traces of the group leading into the temple. If the scouts aren't dealt with quickly, they discover the rebels and flee back to Uyanga, alerting the larger forces to converge on the temple.
- Haoran gets suspicious of the heroes as the rebels' luck seems to get worse and worse the longer the heroes are with the rebels and refugees. They must be spies for the Fire Nation! If the heroes don't convince him of their innocence, the rebels attack them and try to subdue and restrain them.
- Jianjun takes advantage of the natural delays involved in organizing dozens of people by taking a walk to console Woong, who is clearly terrified of the spirit, and then collapsing a tunnel between the two and the rest of the refugees. While rescuers try to save Jianjun and Woong, Jianjun "accidentally" mishears them and wanders farther away, complicating the rescue efforts.
- A loud argument breaks out between the unnamed refugees and rebels, increasing tensions between the two groups. Each side swears that their leader has the right idea and is tired of hearing counterarguments. The refugees cite Weili's ability to keep them one step ahead of the Fire Nation, while the rebels point out that Weili hasn't managed to lose the pursuers. If nothing is done Weili gets fed up with the accusations of Haoran's group and leads the refugees to flee the tunnels, eventually being captured by the Fire Nation.

- Weili discovers that a family of rats have been eating the people's food. A small child named Nuan had been caring for the rats, but she lost track of them, and they rapidly got out of hand. If the heroes do nothing, the refugees might lose so much food that they run out before the Fire Nation military moves on. Almost as bad, they may find Nuan sobbing after being scolded by many of the adults.
- The spirit Tien wanders through an area, causing everyone present to panic and bump into each other in their effort to avoid catching the spirit's eye. If the heroes do nothing, Jianjun takes advantage of the chaos to slip away and collapse another nearby tunnel.
- Tien playfully pushes a human off the temple, assuming they're an Airbender and will simply save themselves with a gust of wind—it's up to the PCs to act fast and save them! (In the worst case, the spirit realizes the mistake and saves the human at the last moment with its own spiritual powers, but the human is hurt and the rest of the refugees are quite shaken by the incident.)

PREGENERATED CHARACTERS

The following pregenerated characters are tailored to this adventure, including details about why they are at the location and what the stakes are for them in this adventure. Each character has a small backstory in their playbook, explaining their personal motivation and who they are. Players should feel free to elaborate on this information and make the character their own. Additionally, once everyone has picked a character, the players should make connections with one another, filling in names in the provided connections on the character sheets.

ADVENTURE HOOK

Several weeks ago, the heroes met with Xinyan, a member of the Earth Kingdom rebellion. She told them that a group of refugees was having problems avoiding Fire Nation forces. She even suggested that the group was cursed or may have a spy among them. The heroes helped Xinyan get the refugees to the other rebel forces, but by the time they arrived, the Fire Nation opposition increased. There was no time left for the newly formed group to split—they had to flee!

REI, THE ADAMANT SHE/HER

A headstrong inventor from Omashu who isn't afraid to get in harm's way. **Play Rei if you want to develop creative ways to stop your enemies.**

- **BACKGROUNDS:** *Urban, Privileged*
- **DEMEANOR:** *Flippant, Rebellious*
- **TRAINING:** *Technology*

SI NONG, THE BOLD HE/HIM

An earthbending farm-boy who wants to embolden others. **Play Si Nong if you want to protect others and lead by example.**

- **BACKGROUND:** *Outlaw, Wilderness*
- **DEMEANOR:** *Impetuous, Impatient*
- **TRAINING:** *Earthbending*

KYUNG, THE ICON HE/HIM

An acrobatic performer who is looking to discover his confidence. **Play Kyung if you want to use your natural talent to find your voice.**

- **BACKGROUND:** *Privileged, Wilderness*
- **DEMEANOR:** *Playful, Needy*
- **TRAINING:** *Weapons*

MINH, THE IDEALIST SHE/HER

A nun in training who wants to use her skills to heal the scars of war. **Play Minh if you believe in fighting for what is right.**

- **BACKGROUND:** *Urban, Monastic*
- **DEMEANOR:** *Lonely, Joyful*
- **TRAINING:** *Earthbending*

YUKA, THE PRODIGY SHE/HER

A skilled Waterbender who is in search of purpose after leaving her tribe. **Play Yuka if you want to use your knowledge to help shape a better future.**

- **BACKGROUND:** *Urban, Privileged*
- **DEMEANOR:** *Curious, Direct*
- **TRAINING:** *Waterbending*



REI, THE ADAMANT SHE/HER

A brilliant inventor from Omashu who loves to see things explode. She's witnessed the Fire Nation's destruction firsthand and is ready to see things change.

BACKGROUNDS: Urban, Privileged
DEMEANOR: Rebellious, Flippant
TRAINING: Technology
FIGHTING STYLE: Projectile-shooting backpack



**HUNDRED
YEAR WAR ERA**

STATS

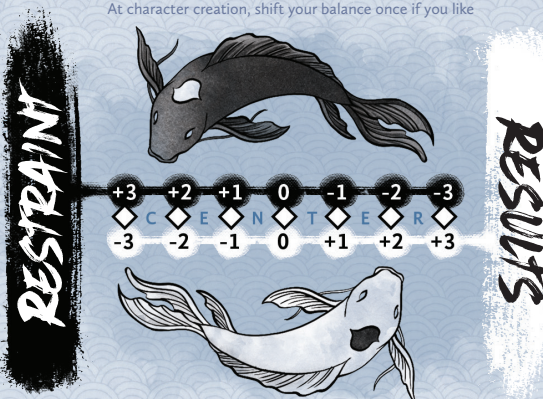
- ☐ CREATIVITY [+1]
- ☐ FOCUS [+1]
- ☐ HARMONY [-1]
- ☐ PASSION [+1]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **AFRAID**
-2 to intimidate and call someone out
- ☐ **ANGRY**
-2 to guide and comfort and assess a situation
- ☐ **GUILTY**
-2 to push your luck and +2 to deny a callout
- ☐ **INSECURE**
-2 to trick and resist shifting your balance
- ☐ **TROUBLED**
-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

STATUSES: **POSITIVE** ☐ Empowered ☐ Favored ☐ Inspired ☐ Prepared **NEGATIVE** ☐ Doomed ☐ Impaired ☐ Trapped ☐ Stunned

THE LODESTAR

There's only one person you often let past your emotional walls.

Name your lodestar (choose a PC to start): _____

You can shift your lodestar to someone new when they **guide and comfort** you and you open up to them, or when you **guide and comfort** them and they open up to you. If you do choose to shift your lodestar, clear a condition.

When you **shut down someone vulnerable to harsh words or icy silence**, shift your balance toward Results and roll with Results. On a hit, they mark a condition and you may clear the same condition. On a 10+, they also cannot shift your balance or **call you out** for the rest of the scene. On a miss, they have exactly the right retort; mark a condition and they shift your balance. You cannot use this on your lodestar.

When your lodestar **shifts your balance** or **calls you out**, you cannot resist it. Treat an NPC lodestar calling you out as if you rolled a 10+, and a PC lodestar calling you out as if they rolled a 10+.

When you **consult your lodestar for advice on a problem** (or permission to use your preferred solution), roll with Restraint. On a 10+ take all three; on a 7-9 they choose two:

- You see the wisdom of their advice. They shift your balance; follow their advice and they shift your balance again.
- The conversation bolsters you. Clear a condition or 2-fatigue.
- They feel at ease offering their opinion. They clear a condition or 2-fatigue.

On a miss, something about their advice infuriates you. Mark a condition or have the GM shift your balance twice.

MOVES

☒ THIS WAS A VICTORY

When you reveal that you have sabotaged a building, device, or vehicle right as it becomes relevant, mark fatigue and roll with **PASSION**. On a hit, your work pays off, creating an opportunity for you and your allies at just the right time. On a 7-9, the opportunity is fleeting—act fast to stay ahead of the consequences. On a miss, your action was ill-judged and something or someone you care about is hurt as collateral damage.

☒ TAKES ONE TO KNOW ONE

When you verbally needle someone by finding the weaknesses in their armor, roll with **FOCUS**. On a hit, ask 1 question. On a 7-9, they ask 1 of you as well:

- What is your principle?
- What do you need to prove?
- What could shake your certainty?
- Whom do you care about more than you let on?

Anyone who lies or stonewalls marks 2-fatigue. On a miss, your attack leaves you exposed; they may ask you any one question from the list, and you must answer honestly.

☐ DRIVEN BY JUSTICE

Take +1 to **PASSION** (max +3).

☐ BLACK KOALA-SHEEP

When you behave in a way that shocks and unsettles people from one of your backgrounds, roll with **CREATIVITY** to intimidate them or push your luck.

REI, THE ADAMANT

Originally an Omashu engineering student hoping to study in Ba Sing Se, Rei threw away that life when she learned just how dangerous the Fire Nation was. Since then, she's become a one-woman wrecking machine, using her understanding of technology to prepare gadgets to douse Firebenders, sabotage vehicles, and generally make the Fire Nation military's lives miserable. She knows that her daring attacks put her in harm's way, but she'd rather take action than stay safe. She loves working with the other heroes in theory, but she often finds that they don't share her zeal for precision, making her plans a little more haphazard than she'd like. That said, she turns to her comrades to help guide her when she reaches her greatest fervency—sometimes she can overcommit to her own plans and solutions, and she needs someone to call her out. Her unique technological development, a backpack that uses springs to hurl exploding grenades, spheres, and rocks at high speeds, is nearly always on her back...not least because she's the only one who really knows how it works. Of course, she knows that the Fire Nation would love to get their hands on the device and turn it into some greater weapon in their war efforts.

傳人

CONNECTIONS

_____ takes issue with my methods—perhaps they have a point, but I certainly can't admit that to them!

_____ is my lodestar; something about them makes them the one person I let my guard down around.

⊕ MOMENT OF BALANCE ⊕

You've held true to a core of conviction even while getting your hands dirty to do what you deemed necessary. But balance means appreciating that other people are just as complex as you are, not merely obstacles or pawns. Tell the GM how you solve an intractable problem or calm a terrible conflict by relating to dangerous people on a human level.

FIGHTING TECHNIQUES

PINPOINT AIM

DEFEND & MANEUVER

Take the time you need to line up a perfect shot; become *Prepared*. In the next exchange, if you **advance and attack**, roll with **FOCUS** or **PASSION**, your choice. If you use Strike, you do not have to mark fatigue to choose what you inflict.

L ⊗ P ⊗ M ⊗

JOLT

ADVANCE & ATTACK

Launch a disruptive attack on a target within reach in an attempt to control or slow them. Mark 1-fatigue to target a person or object. If you target a person, they must shift their balance away from center; if they are a technology user or covered in metal, they become *Stunned*; if you target an object, it is temporarily slowed or shut down.

L O P O M O

NOTES

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you seek support or guidance from others?

GROWTH ADVANCEMENTS

- ☐ Take the move **Driven by Justice**
- ☐ Take the move **Black Koala-Sheep**
- ☐ Take +1 to **FOCUS**
- ☐ Shift your center one step
- ☐ Unlock your Moment of Balance
- ☐ Take the technique *Jolt* at learned level

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.



SI NONG, THE BOLD HE/HIM

An earthbending farmer who uses his inner strength to be a hero. The world doesn't have to be a terrifying place and he'll use his tenacity to set things right.

BACKGROUND: Outlaw, Wilderness
DEMEANOR: Impetuous, Impatient
TRAINING: Earthbending
FIGHTING STYLE: Earthen-made throwing discs



**HUNDRED
YEAR WAR ERA**



STATS

- ☐ CREATIVITY [+1]
- ☐ FOCUS [+1]
- ☐ HARMONY [0]
- ☐ PASSION [0]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **AFRAID**
-2 to intimidate and call someone out
- ☐ **ANGRY**
-2 to guide and comfort and assess a situation
- ☐ **GUILTY**
-2 to push your luck and +2 to deny a callout
- ☐ **INSECURE**
-2 to trick and resist shifting your balance
- ☐ **TROUBLED**
-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

STATUSES: **POSITIVE** ☐ Empowered ☐ Favored ☐ Inspired ☐ Prepared **NEGATIVE** ☐ Doomed ☐ Impaired ☐ Trapped ☐ Stunned

LEGACY OF EXCELLENCE

You have dedicated yourself to accomplishing great, exciting deeds and becoming worthy of the trust others place in you. Choose four drives to mark at the start of play. When you fulfill a marked drive, strike it out, and mark growth or clear a condition. When your four marked drives are all struck out, choose and mark four new drives. When all drives are struck out, change playbooks or accept a position of great responsibility and retire from a life of adventure.

- ☒ successfully lead your companions in battle
- ☐ give your affection to someone worthy
- ☐ start a real fight with a dangerous master
- ☐ do justice to a friend or mentor's guidance
- ☐ take down a dangerous threat all on your own
- ☐ openly outperform an authority figure
- ☐ save a friend's life
- ☐ get a fancy new outfit
- ☐ earn the respect of an adult you admire
- ☐ openly call out a friend's unworthy actions
- ☐ form a strong relationship with a new master
- ☒ stop a fight with calm words
- ☐ sacrifice your pride or love for a greater good
- ☒ defend an inhabited place from dire threats
- ☐ stand up to someone who doesn't respect you
- ☐ make a friend live up to a principle they have neglected
- ☐ show mercy or forgiveness to a dangerous person
- ☒ stand up to someone abusing their power
- ☐ tame or befriend a dangerous beast or rare creature
- ☐ pull off a ridiculous stunt

MOVES

☒ NOT DONE YET!

Once per session, when you are taken out, shift your balance towards center to stay up for one more combat exchange. After that exchange ends, you become helpless, unconscious, or otherwise incapable of continuing on, and are taken out as normal.

☒ YOU MISSED SOMETHING

When you evaluate a friendly NPC's plan to get something done, roll with **FOCUS**. On a hit, the GM tells you how you can drastically improve the chances of success; get it done, and they're sure to come through on top. On a 7-9, the problems inherent in the plan are fairly serious; the NPC will be resistant to making the necessary changes. On a miss, something about the plan throws you for a loop; the GM tells you what obvious danger the NPC is ignoring...or what they're hiding about their intent.

☐ HERE'S THE PLAN

When you commit to a plan you've proposed to the group, roll with **CREATIVITY**; take a -1 for each of your companions who isn't on board. On a 10+, hold 2. On a 7-9, hold 1. You can spend your hold 1-for-1 while the plan is being carried out to overcome or evade an obstacle, create an advantage, or neutralize a danger; if any of your companions abandon you while the plan is underway, you must mark a condition. On a miss, hold 1, but your plan goes awry when you encounter surprising opposition.

☐ COMPREHEND YOUR FOE

When you defend and maneuver against a foe whose balance principle you know, you may mark fatigue to roll with Creativity instead of Focus.

SI NONG, THE BOLD

Just a few short months ago, this former farm-boy was in nearly the same position as the refugees are now: scared, hunted by the Fire Nation, and far from safety. Drawing on his inner strength saved him and his family, and now he wants to help others find their own paths to self-empowerment by serving as an example. He leaps into danger, not out of recklessness, but to show people that the world isn't as scary as it seems. Through his heroic form of honesty, he reveals the truth of the Fire Nation; they're not invincible warriors. They're people who can be fooled or beaten. That said, he does still appear young, inexperienced, and sometimes foolish, even to his comrades and companions. Most of everything he knows is from his experience on a rural farm, and then the hard, fast lessons he learned as an outlaw in the past few months. It's easy to discount Si Nong's impatience as immaturity, and to disparage his rather blunt earthbending style adapted from the same techniques he used to help care for the fields. But Si Nong is a sharp, determined young man, and he won't let anyone count him out.

勇者

CONNECTIONS

_____ scoffs at me and my plans; one day I'll show them what I can do.

_____ has a pretty good head on their shoulders; they're a great sounding board for my ideas.

⊕ MOMENT OF BALANCE ⊕

The greatest heroes of your age may have overwhelming confidence, but balance isn't about pursuing greatness for the sake of greatness. You find a way to stand with your companions like no one else ever could. Tell the GM how you strike down an impossibly strong enemy or obstacle to protect your friends from harm as the best version of yourself.

FIGHTING TECHNIQUES

TAG TEAM

DEFEND & MANEUVER

Work with an ally against the same foe; choose an engaged foe and an ally—double any fatigue, conditions, or balance shifts that ally inflicts upon that foe.

L ⊗ P ⊗ M ⊗

EARTH GAUNTLET

ADVANCE & ATTACK

Wrap your arm or fist in rock and strike! Mark 1-fatigue; inflict one condition or 2-fatigue. You can also knock your foe out of reach and disengage; they must mark an additional fatigue to resist.

L O P O M O



NOTES

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you pursue a desire or goal of your own, outside of protecting others?

GROWTH ADVANCEMENTS

- ☐ Take the move **Here's the Plan**
- ☐ Take the move **Comprehend Your Foe**
- ☐ Take +1 to **HARMONY**
- ☐ Shift your center one step
- ☐ Unlock your Moment of Balance
- ☐ Take the technique *Earth Gauntlet* at learned level

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.



武精

KYUNG, THE ICON HE/HIM

*The inheritor of the Dancing Jadeite Circus who is looking for his place in life.
This skilled acrobat dreams of using his skills to inspire others.*

BACKGROUND: Privileged, Wilderness

DEMEANOR: Playful, Needy

TRAINING: Weapons

FIGHTING STYLE: Ribbons of dancing fabric



HUNDRED
YEAR WAR ERA



STATS



CREATIVITY ^[0]



FOCUS ^[+1]



HARMONY ^[+1]



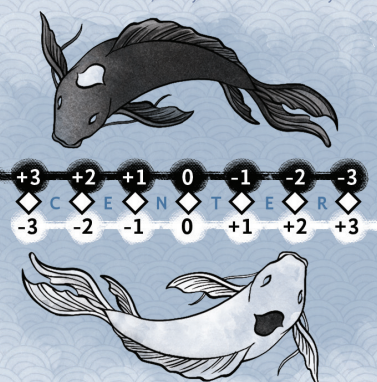
PASSION ^[0]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

☐ AFRAID

-2 to intimidate and call someone out

☐ ANGRY

-2 to guide and comfort and assess a situation

☐ GUILTY

-2 to push your luck and +2 to deny a callout

☐ INSECURE

-2 to trick and resist shifting your balance

☐ TROUBLED

-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

STATUSES: **POSITIVE** ☐ Empowered ☐ Favored ☐ Inspired ☐ Prepared **NEGATIVE** ☐ Doomed ☐ Impaired ☐ Trapped ☐ Stunned

BURDEN & TRADITION

You are an icon of your burden and tradition. You are expected to be its exemplar, its single most important representative, trained up from a young age and saddled with the weight of history. You have been told that you are vital to the world.

Your **3 responsibilities** are:

Overthrowing tyrants

Performing rituals

Providing aid and succor to the downtrodden

Your **3 prohibitions** of your burden and tradition:

Never refuse an earnest request for help

Never withhold forgiveness

Never steal or cheat

LIVE UP TO YOUR ROLE

When you live up to your Role through the responsibilities of your burden and tradition despite opposition or danger, shift your balance toward Role instead of marking fatigue, and clear fatigue equal to your Role (minimum 0-fatigue).

BREAK TRADITION

When you directly and openly break a prohibition of your burden and tradition, mark a condition, shift your balance twice towards Freedom, and mark growth.

END OF SESSION

At the end of each session, answer these after your standard growth questions.

- **Did I uphold a responsibility?**
If yes, shift balance toward Role and clear a condition.
- **Did I break a prohibition?**
If yes, shift balance toward Freedom. Underline one prohibition you broke during the session. If it's already underlined, cross it out—it doesn't mean anything to you to break it again.

MOVES

☒ BONZU PIPPINPADDLEOPSICOPOLIS... THE THIRD

When you **trick** an NPC by assuming a silly disguise or fake identity, mark Insecure to treat your roll as if it was a 12+. If Insecure is already marked, mark 2-fatigue instead.

☒ YIP YIP!

You have an animal companion large enough to ride.

Name: Eumme

Species: walrus-yak

- When you fight beside your animal companion, mark 1-fatigue to become **Favored** for an exchange
- When something hurts your animal companion, mark a condition
- When you and your friends travel via your animal companion, everyone clears all fatigue

☐ USE THEIR MOMENTUM

When you are engaged with a large or powerful foe, mark fatigue to **advance and attack** with **FOCUS** instead of **PASSION**. If you do, you become **Prepared** and may also choose to use Retaliate as if it were an **advance and attack** technique.

☐ FIGHTING LIKE DANCING

When you advance and attack against a group of foes—or a foe who has previously defeated you—roll with **HARMONY** instead of **PASSION**.

KYUNG, THE ICON

Born to be the ringleader of the famous Dancing Jadeite Circus, Kyung lived in the shadow of his parents, who expected him to take over the circus when they retire. But with the war and the ongoing dangers in the Earth Kingdom and beyond, Kyung sees a different road for his future—one where the nimble acrobat's skills keep people safe instead of merely entertained. Though he's left the circus, he's still a performer at heart, often putting on impromptu juggling performances with his closest friend Eumme, a walrus-yak. He's a natural leader and organizer, but he struggles with confidence. After all, everyone turned to him for guidance in the circus without him having to earn his place. Now, he has the skills to lead the heroes, but he needs to prove he's the right person for the job before the mantle of leadership will ever feel comfortable. He's still recognized nearly everywhere in the Earth Kingdom and even the Fire Nation for his Dancing Jadeite Circus ribbons and acrobatic style, and many of those who make the connection have a hard time taking him seriously as an inspirational figure or a leader. Kyung can let those doubts get to him at the wrong time, even if he knows he's much more.



CONNECTIONS

_____ seems to not fully understand what it means that I'm the icon of my tradition...and I kind of like feeling free around them.

_____ makes me feel better about my responsibilities and my burden with a smile and a few kind words.

⊕ MOMENT OF BALANCE ⊕

Others have laid a path for you that you cannot escape, but balance means you understand the limits of their vision. You make the role your own in this moment, charting a new path for yourself and your tradition. Tell the GM how your new understanding of your burdens forges a new way forward for everyone.

FIGHTING TECHNIQUES

WALL OF PERFECTION

DEFEND & MANEUVER

Create a perfect wall of defense around yourself and any allies directly next to you; mark 1-fatigue to block a single attack towards the wall or keep an enemy at bay who tries to penetrate the wall.

L ⊗ P ⊗ M ⊗

PINPOINT THRUST

ADVANCE & ATTACK

Using a thrusting or stabbing weapon, go straight for the target with precision and accuracy. Mark 1-fatigue and inflict 2-fatigue and *Impaired* on your foe. You may mark an additional 1-fatigue to move yourself to a new position within reach immediately; any foes engaged with you may mark 1-fatigue to block this movement.

L O P O M O



NOTES

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you accomplish a feat worthy of your burden and tradition?

GROWTH ADVANCEMENTS

- ☐ Take the move **Use Their Momentum**
- ☐ Take the move **Fighting Like Dancing**
- ☐ Take +1 to **Focus**
- ☐ Shift your center one step
- ☐ Unlock your Moment of Balance
- ☐ Take the technique *Pinpoint Thrust* at learned level

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.



MINH, THE IDEALIST

SHE/HER

A nun who was forced to leave her home because she needs to help those in need. She doesn't believe in violence, but is willing to do what is needed in the name of peace.

BACKGROUND: Urban, Monastic

DEMEANOR: Lonely, Joyful

TRAINING: Earthbending

FIGHTING STYLE: Shields and armor of stone



HUNDRED
YEAR WAR ERA



STATS

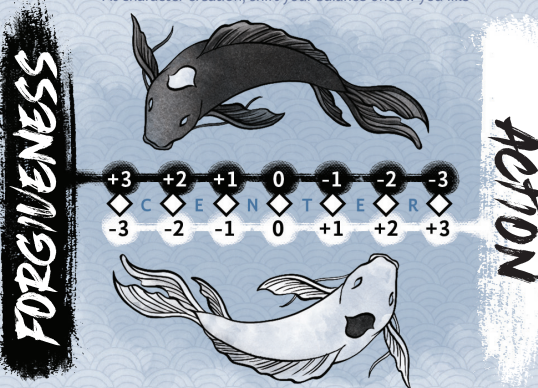
- ☐ CREATIVITY ^[0]
- ☐ FOCUS ^[-1]
- ☐ HARMONY ^[+2]
- ☐ PASSION ^[+1]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **AFRAID**
-2 to intimidate and call someone out
- ☐ **ANGRY**
-2 to guide and comfort and assess a situation
- ☐ **GUILTY**
-2 to push your luck and +2 to deny a callout
- ☐ **INSECURE**
-2 to trick and resist shifting your balance
- ☐ **TROUBLED**
-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

STATUSES: POSITIVE ☐ Empowered ☐ Favored ☐ Inspired ☐ Prepared NEGATIVE ☐ Doomed ☐ Impaired ☐ Trapped ☐ Stunned

NEVER TURN MY BACK

You've seen sadness and grief. You're no stranger to loss and pain. But you know the world can be a better place. And nothing happens without good people fighting for what's right...

You have a code—choose three ideals from the list to define it:

- ☒ Always speak the truth
- ☒ Always stand up to bullies
- ☐ Always keep your promises
- ☒ Never strike the first blow
- ☐ Never deny a request for help
- ☐ Never leave a friend behind

When you live up to your ideals at a significant cost, someone who witnessed (or hears about) your sacrifice approaches you to affirm their allegiance to your group's purpose; write their name down on the list of allies below.

ALLIES

You can always **plead** with these allies—they always care what you think; they always open up to you if you **guide and comfort** them; and you can **call on them to live up to their principles** as if you had rolled a 10+ by erasing their name from your list of allies.

_____	_____
_____	_____
_____	_____

MOVES

☒ THE STRENGTH OF YOUR HEART

When you use Seize a Position, foes must mark 2-fatigue to block your movement

☒ CAN'T KNOCK ME DOWN

When you are engaged in combat with superior opposition and openly refuse to back down or flee, roll with **HARMONY** for the rest of the battle whenever you **defend and maneuver**; you cannot choose to escape the scene by using Seize a Position for the rest of the fight.

☐ IT DOESN'T BELONG TO YOU!

When you secretly pocket something owned by someone undeserving, roll with **HARMONY**. On a hit, you swipe something from them (your choice) without them noticing you took it. On a 7–9, the thing you took isn't exactly what you thought it was; the GM will tell you how. On a miss, you grab the goods, but they notice—and pursue—as soon as you exit the scene.

☐ UNDERSTANDING MIEN

Take +1 to **HARMONY** (max +3).

MINH, THE IDEALIST

Raised in the Unbreakable Temple in Ba Sing Se, Minh was meant to be a temple nun and still intends to return home to assume her role—someday. She ventured forth from her home temple to visit a rural monastery, and arrived in time for a Fire Nation assault upon the monastery. She went from being a nun-in-training in a city that knows nothing of the war, to having her world shattered by the Fire Nation's aggression. In an instant, she learned that not everyone is kind. She also learned how to use her earthbending to keep people safe, and though she never wants to use her bending to attack, she has accepted that sometimes fighting is the only way to restore harmony. Though she does want to go home one day, in the meantime, she's become a fierce defender of those in need—something she sees as necessary for the current state of the world. She knows how to wield dirt and stone to guard, to protect, and she is determined not to stop striving for peace until the world has found balance again. She still wears much of the garb of her home temple, however, as a reminder of where she comes from and who she is.



CONNECTIONS

I recognize some of the pain I have felt inside of _____; I'm going to try to help them.

_____ frustrates me so much when they act without thinking about the consequences!

MOMENT OF BALANCE

The pain of the world can be overwhelming, but balance brings peace. You bring everything around you to a stop—villains, arguments, disaster—and set the world right. Tell the GM how your compassionate actions end a conflict utterly and completely.

FIGHTING TECHNIQUES

DISORIENT

ADVANCE & ATTACK

Pummel an engaged foe with quick blows; mark 1-fatigue to shift their balance away from center.

L ⊗ P ⊗ M ⊗

EARTH ARMOR

DEFEND & MANEUVER

Gather earth, crystal, or other available material around you to create armor. Hold 3. Spend one hold to negate one condition or 2-fatigue inflicted upon you. While you have hold, you are *Favored*. You must spend hold—at least one—whenever an incoming attack would inflict fatigue or conditions.

L O P O M O



NOTES

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you improve the lives of a community of average citizens or help an ordinary person with their problems?

GROWTH ADVANCEMENTS

- ☐ Take the move **It Doesn't Belong to You**
- ☐ Take the move **Understanding Mien**
- ☐ Take +1 to **PASSION**
- ☐ Shift your center one step
- ☐ Unlock your Moment of Balance
- ☐ Take the technique *Earth Armor* at learned level

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.



YUKA, THE PRODIGY SHE/HER

A skilled Waterbender who's been deeply affected by the damage the Fire Nation's wrought. If she can use her waterbending skills to better the Four Nations, she will.

BACKGROUND: Urban, Privileged
DEMEANOR: Curious, Direct
TRAINING: Waterbending
FIGHTING STYLE: Tornadoes of snow



HUNDRED
YEAR WAR ERA



STATS

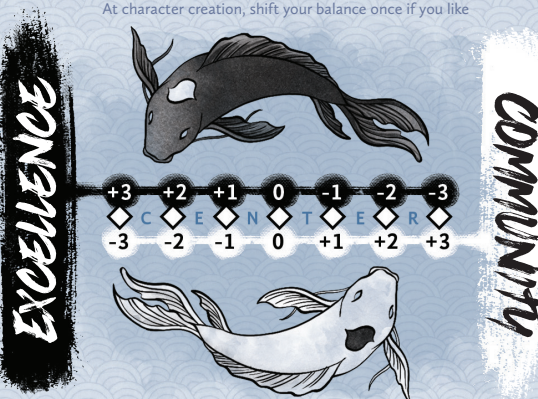
- CREATIVITY ^[0]
- FOCUS ^[+2]
- HARMONY ^[0]
- PASSION ^[0]

FATIGUE



BALANCE

At character creation, shift your balance once if you like



CONDITIONS

- ☐ **AFRAID**
-2 to intimidate and call someone out
- ☐ **ANGRY**
-2 to guide and comfort and assess a situation
- ☐ **GUILTY**
-2 to push your luck and +2 to deny a callout
- ☐ **INSECURE**
-2 to trick and resist shifting your balance
- ☐ **TROUBLED**
-2 to plead and rely on your skills or training

See the back of this sheet for more on clearing conditions

STATUSES: **POSITIVE** ☐ Empowered ☐ Favored ☐ Inspired ☐ Prepared **NEGATIVE** ☐ Doomed ☐ Impaired ☐ Trapped ☐ Stunned

EXTRAORDINARY SKILL

You aren't just capable in your area of skill and training; you're astonishing. A true prodigy, excelling and learning far more quickly than anyone would expect. You start play with one additional mastered technique.

Your mastery is particularly impressive in these areas:

- ☒ Shaping ☐ Maneuvering ☐ Breaking
- ☒ Sensing ☐ Forcing ☐ Guarding

When you **rely on your skills and training**, use a combat stance, or otherwise trigger a move while using your mastery, ignore penalties from conditions or statuses.

When you see someone use an unknown technique, if it is available to your skills and training, you may mark fatigue to shift your balance towards Excellence and take the technique as learned. **You can only do this if your balance is at +1 Excellence or higher.** You must still get a mastery condition from a master of the technique in order to move the technique from practiced to mastered.

When you study with a teacher to learn a new technique, shift your balance towards Community and automatically learn the technique at the practiced level (skipping learned). **You cannot learn techniques by studying with a teacher if your Balance is +0 Community or lower.**

When you spend time teaching a fellow companion a technique available to their skills and training, roll with Community. On a hit, you teach well enough; they learn the technique. On a 7-9, you get impatient or frustrated; choose to either take it out on them and inflict 2 conditions, or take it out on yourself and suffer 2 conditions. On a miss, you get too frustrated with their inadequacies; both of you suffer 2 conditions, and you can never try to teach them this technique again.

MOVES

☒ JUDGING A RIVAL

When you size someone up, roll with **FOCUS**. On a 7-9, ask one. On a 10+, ask two.

- what are your weaknesses / strengths?
- how can I show you dominance / submission?
- what do you intend to do next?
- what do you wish I'd do right now?

On a miss, they notice you watching them; they may ask you 1 question from the list.

☒ WAIT AND LISTEN

When you **assess a situation** while taking the time to use your extraordinary skills to absorb hidden or deep information, mark 1-fatigue, roll with **FOCUS** instead of **CREATIVITY**, and become *Prepared*.

☐ FURROWED BROW

Take +1 to **FOCUS** (max +3).

☐ SURPRISING ENTRANCE

When you **trick someone** by using your skills to disappear and reappear somewhere else within the same scene, roll with **FOCUS** instead of **CREATIVITY**.

YUKA, THE PRODIGY

Daughter of one of the Northern Water Tribe's master healers, Yuka was supposed to stay in her village, become one of the North's greatest healers, and then help train the next generation of healers. However, when survivors of a Fire Nation attack came to the Northern Water Tribe for help, she stowed away on their boat when they were turned back by Water Tribe guards, just so she could help them. She hasn't stopped jumping into harm's way since. There's always a need for a good healer, especially when the Fire Nation is on the offensive, and she has had plenty of practice healing burns. She knows that she's deprived her people of her skills, and she regrets her absence, but how can she stay safe at home when so many others are in danger? Even though she's primarily trained as a healer, she is a master of many waterbending forms, more than capable of holding her own against the threats of the world. Her style is almost Airbender-like, sending out swirling tornados of water, ice, and snow to cast her enemies off their feet. She is determined to continue to hone her skills so that she can help the most people possible.

天才

CONNECTIONS

_____ could use training from someone who knows what they're doing; I suppose I am up to the task.

I'm not sure if the overtures of friendship from _____ make me happy, mad, or both.

⊕ MOMENT OF BALANCE ⊕

You've always struggled to rely on other people—it feels like it makes you weak. But in this moment, connection to others is the very source of your strength. You call upon your commitment to the group to push yourself beyond your limits and do the impossible. Tell the GM how you accomplish a feat no one ever has before to help or save your friends.

FIGHTING TECHNIQUES

STEADY STANCE

DEFEND & MANEUVER

Assume a strong, steady stance; any foes engaged with you who chose to **advance and attack** this exchange must mark 1-fatigue. Negate the first condition or negative status inflicted on you in this exchange. If no conditions or negative statuses were inflicted on you in this exchange, become *Empowered* for the next exchange.

L ⊗ P ⊗ M ⊗

REFRESH

EVASIVE & OBSERVE

Apply water to reinvigorate and close wounds on a willing target. Mark 1-fatigue to heal an ally in reach who is **evading and observing**. Clear an appropriate status from them, and clear 3-fatigue or two conditions.

L ⊗ P ⊗ M ⊗

BREATH OF ICE

DEFEND & MANEUVER

Become ready to breathe shivering cold upon any foe who gets close to you. Any foe engaged with you at any point in this exchange becomes *Impaired* until they clear the ice from their limbs.

L O P O M O

NOTES

GROWTH □□□□

GROWTH QUESTION

At the end of each session, answer this question with the other growth questions:

- Did you express gratitude to a companion for their presence, support, or teaching?

GROWTH ADVANCEMENTS

- ☐ Take the move **Furrowed Brow**
- ☐ Take the move **Surprising Entrance**
- ☐ Take +1 to **CREATIVITY**
- ☐ Shift your center one step
- ☐ Unlock your Moment of Balance
- ☐ Take the technique *Breath of Ice* at learned level

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.

BASIC MOVES

ASSESS A SITUATION

When you **assess a situation**, roll with **CREATIVITY**. On a 7–9, ask one question. On a 10+, ask two. Take +1 ongoing when acting on the answers.

- What here can I use to _____?
- Who or what is the biggest threat?
- What should I be on the lookout for?
- What's my best way out/in/through?
- Who or what is in the greatest danger?

PLEAD

When you **plead with an NPC** who cares what you think for help, support, or action, roll with **HARMONY**. On a 7–9, they need something more—evidence that this is the right course, guidance in making the right choices, or resources to aid them—before they act; the GM tells you what they need. On a 10+, they act now and do their best until the situation changes.

HELP

When you take appropriate action to **help a companion**, mark 1-fatigue to give them a +1 to their roll (after the roll). You cannot help in a combat exchange in this way.

BALANCE MOVES

LIVE UP TO YOUR PRINCIPLE

When you **take action in accordance with the values of a principle**, mark 1-fatigue to roll with that principle instead of whatever stat you would normally roll.

CALL SOMEONE OUT

When you **openly call on someone to live up to their principle**, shift your balance away from center, then name and roll with their principle. On a hit, they are called to act as you say; they must either do it or mark a condition. On a 7–9, they challenge your view of the world in turn; mark 1-fatigue or they shift your balance as they choose. On a miss, they can demand you act in accordance with one of your principles instead; mark a condition or act as they request.

DENY A CALLOUT

When you **deny an NPC calling on you to live up to your principle**, roll with that principle. On a hit, act as they say or mark 1-fatigue. On a 10+, their words hit hard; you must also shift your balance towards the called-on principle. On a miss, you stand strong; clear a condition, clear 1-fatigue, or shift your balance, your choice.

RELY ON YOUR SKILLS & TRAINING

When you **rely on your skills and training** to overcome an obstacle, gain new insight, or perform a familiar custom, roll with **FOCUS**. On a hit, you do it. On a 7–9, you do it imperfectly—the GM tells you how your approach might lead to unexpected consequences; accept those consequences or mark 1-fatigue.

PUSH YOUR LUCK

When you **push your luck** in a risky situation, say what you want to do and roll with **PASSION**. On a hit, you do it, but it costs you to scrape by; the GM tells you what it costs you. On a 10+, your boldness pays off despite the cost; the GM tells you what other lucky opportunity falls in your lap.

INTIMIDATE

When you **intimidate an NPC** into backing off or giving in, roll with **PASSION**. On a hit, they choose one. On a 10+, first, you pick one they cannot choose.

- They run to escape or get backup.
- They back down but keep watch.
- They give in with a few stipulations.
- They attack you, but off-balance; the GM marks a condition on them.

RESIST SHIFTING YOUR BALANCE

When you **resist an NPC shifting your balance**, roll. On a hit, you maintain your current balance in spite of their words or deeds. On a 10+, choose two. On a 7–9, choose one.

- Clear a condition or mark growth by immediately acting to prove them wrong
- Shift your balance towards the opposite principle
- Learn what their principle is (if they have one); if you already know, take +1 forward against them

On a miss, they know just what to say to throw you off balance. Mark a condition, and the GM shifts your balance twice.

LOSE YOUR BALANCE

If your balance shifts past the end of the track, **you lose your balance**. You obsess over that principle to a degree that's not healthy for you or anyone around you. Choose one of the following:

- Give in or submit to your opposition
- Lose control of yourself in a destructive and harmful way
- Take an extreme action in line with the principle, then flee

Afterward, when you've had some time to recover and recenter yourself, shift your center one step towards the principle you exceeded and clear all your conditions and fatigue. Reset your balance to your new center.

GUIDE AND COMFORT

When you try to honestly **guide and comfort** another person, roll with **HARMONY**. On a hit, they choose one:

- They embrace your guidance and comfort. They may clear a condition or 2-fatigue, and you may ask one question; they must answer honestly.
- They shut you down. They inflict a condition on you, and you shift their balance in response.

On a 10+, if they embrace your guidance and comfort, you may also shift their balance.

TRICK

When you **trick an NPC**, roll with **CREATIVITY**. On a hit, they fall for it and do what you want for the moment. On a 7–9, pick one. On a 10+, pick two.

- They stumble; take +1 forward to acting against them.
- They act foolishly; the GM tells you what additional opportunity they give you.
- They overcommit; they are deceived for some time.

GROWTH QUESTIONS

At the end of each session, each player answers the following questions:

- Did you learn something challenging, exciting, or complicated about the world?
- Did you stop a dangerous threat or solve a community problem?
- Did you guide a companion towards balance or end the session at your center?

Each player also answers their playbook's unique personal growth question. For each yes, mark growth. When you have marked four growth, you take a growth advancement.

CLEARING CONDITIONS

- **Afraid:** run from danger or difficulty.
- **Angry:** break something important or lash out at a friend.
- **Guilty:** make a personal sacrifice to absolve your guilt.
- **Insecure:** take foolhardy action without talking to your companions.
- **Troubled:** seek guidance from a mentor or powerful figure.



COMBAT EXCHANGES

EXCHANGE STEPS

1 The GM chooses an approach for each NPC or group of NPCs in the exchange; the GM keeps their choice secret.

2 Each player of a PC in the exchange chooses an approach for their character. If multiple players have PCs in the exchange, they can talk and coordinate. Their choices can be public, but if the PCs oppose each other, they keep their choices secret and reveal in the next step.

3 The GM reveals what they chose for each NPC, and PCs opposing each other reveal their previously secret approaches.

4 All combatants who chose **defend and maneuver** resolve their approach.

5 All combatants who chose **advance and attack** resolve their approach.

6 All combatants who chose **evade and observe** resolve their approach.

7 All characters who lost their balance or were taken out now resolve those results.

After the Exchange

- The full effects of a character **being taken out** or **losing their balance** resolve outside of fight exchanges.
- **When a PC is taken out**, they are unable to act any more. The exact details of how they are taken out can be set up outside of fight exchanges—but almost always, a PC being taken out is a golden opportunity for the GM to make another move.
- **After an exchange ends**, there is no requirement to go right into another exchange.
- If **multiple combatants want to keep fighting**, then another exchange ensues. This also covers situations in which one side wants to only defend or evade.
- If **only one combatant (or one side of combatants) wants to keep fighting**—to the extent that their targets won't even resist incoming blows—then no exchange is needed; the attackers simply inflict fatigue or conditions on their targets.
- If **no combatants are engaging each other**, then there's no need for an exchange at all!
- If **all combatants on one side of the conflict are defeated**, unable to continue fighting in any way, then no more exchanges are needed!

STANCE MOVE

FOR PCs

When you resolve your approach, roll with the appropriate stat:

- **Defend and maneuver** rolls with **FOCUS**
- **Advance and attack** rolls with **PASSION**
- **Evade and observe** rolls with **CREATIVITY** or **HARMONY**, the PC's choice

On a 7–9, use one basic or mastered technique. On a 10+, choose one from this list instead:

- Mark 1-fatigue to use a learned technique
- Use one practiced technique
- Use two different basic or mastered techniques

On a miss, you stumble, but you can shift your balance away from center to use one basic technique.

FOR NPCs

NPCs always use a number of techniques equal to 1 + their balance rating, chosen by the GM.

STATUSES

Some techniques within a combat exchange assign statuses to characters based on the fiction, such as a character getting *Trapped* by ice or metal. Techniques may assign the following:

NEGATIVE STATUSES

- **DOOMED:** You're in grave danger—mark 1-fatigue every few seconds (or each exchange) until you free yourself.
- **IMPAIRED:** You're slowed or off-balance—mark 1-fatigue or take a -2 to all physical actions (PCs) / choose one fewer technique (NPCs).
- **TRAPPED:** You're completely helpless—you must mark a combination of three conditions or fatigue to escape.
- **STUNNED:** You're caught off-guard—you can't act or respond for a few seconds until you steady yourself.

POSITIVE STATUSES

- **EMPOWERED:** Your abilities are naturally stronger in this moment—clear 1-fatigue at the end of each exchange.
- **FAVORED:** You're buoyed by circumstance—choose an additional basic or mastered technique in the next exchange, even on a miss.
- **INSPIRED:** You're ready to stand for something—clear *Inspired* to shift your balance toward a principle of your choice.
- **PREPARED:** You're ready for what's coming—clear *Prepared* to take +1 to an appropriate roll (after the roll) or avoid marking a condition.

BASIC TECHNIQUES

DEFEND & MANEUVER

ROLL WITH FOCUS

READY

Mark 1-fatigue to ready yourself or your environment, assigning or clearing a fictionally appropriate status of nearby characters or yourself.

RETALIATE

Steel yourself for their blows. Each time a foe inflicts fatigue, a condition, or shifts your balance in this exchange, inflict 1-fatigue on that foe.

SEIZE A POSITION

Move to a new location. Engage/disengage with a foe, overcome a negative status or danger, establish an advantageous position, or escape the scene. Any foe engaged with you can mark 1-fatigue to block this technique.

ADVANCE & ATTACK

ROLL WITH PASSION

STRIKE

Strike a foe in reach, forcing them to mark 2-fatigue, mark a condition, or shift their balance away from center, their choice. Mark 1-fatigue to instead choose to hammer them with your blows, forcing them to mark 2-fatigue, or strike where they are weak, inflicting a condition.

PRESSURE

Impress or intimidate a foe. Choose an approach—your foe cannot choose to use that approach in the next exchange.

SMASH

Mark 1-fatigue to destroy or destabilize something in the environment—possibly inflicting or overcoming a fictionally appropriate positive or negative status.

EVADE & OBSERVE

CLEAR 1-FATIGUE & ROLL WITH CREATIVITY OR HARMONY

TEST BALANCE

Mark 1-fatigue to challenge an engaged foe's balance. Ask what their principle is; they must answer honestly. If you already know their principle, instead shift their balance away from center by questioning or challenging their beliefs or perspective.

BOLSTER OR HINDER

Aid or impede a nearby character, inflicting an appropriate status.

COMMIT

Recenter yourself amidst the fray. Shift your balance toward one of your principles; the next time you live up to that principle, do not mark fatigue.

TECHNIQUES

A SINGLE SPARK

EVADE & OBSERVE

Unleash your emotions into the flames around you. Mark 1-fatigue to hold 1 for each condition you have marked. Spend your hold 1-for-1 in the next exchange to pay the costs of techniques as if it was fatigue, to inflict *Doomed* on a foe you target with firebending, or to use Seize a Position—no matter what approach you used—in addition to your other techniques.



SHIELD WALL

DEFEND & MANEUVER

The group together forms a barricade. The group becomes *Favored*, and ignores the first 2-fatigue and one condition it would mark this exchange. Next exchange, all movement or maneuvering past the shield wall is automatically blocked.

COUNTERSTRIKE

DEFEND & MANEUVER

Using impeccable timing, read your foe's movement and lash out with blinding speed. Execute a Strike as if you had marked 1-fatigue against an engaged foe who chose **advance and attack** as their approach. You cannot use this technique if you have any negative statuses.



SPREAD OUT

DEFEND & MANEUVER

The group spreads itself out to cover more ground and avoid large-scale attacks. The group cannot suffer more than 1-fatigue, one condition, or one balance shift from any individual attack—the attacker chooses which if necessary. The group can also engage with any foes in a much wider reach, and pays no cost to keep an engaged foe from escaping.

EARTH GAUNTLET

ADVANCE & ATTACK

Wrap your arm or fist in rock and strike! Mark 1-fatigue; inflict one condition or 2-fatigue. You can also knock your foe out of reach and disengage; they must mark an additional fatigue to resist.



FIRE BLADE

ADVANCE & ATTACK

Swipe your surroundings with a blade of flame. Mark 1-fatigue to slice through a piece of your surroundings and destabilize your foe's footing, inflicting 2-fatigue and *Impaired* on them.



FIRE WHIP

DEFEND & MANEUVER

Lash out from a distance. Mark 1-fatigue to inflict 2-fatigue or a condition (target's choice), and enemies must mark 1-fatigue to get close enough to attack you this exchange.



FLAME KNIVES

ADVANCE & ATTACK

Mark up to 3-fatigue. Hold an equal number of flames. Lose 1-flame at the end of each exchange after this one. When you inflict fatigue or conditions on a foe, inflict an additional 1-fatigue for each remaining flame.





ADVENTURE TO THE WESTERN AIR TEMPLE!

Rebels & Refugees is a standalone adventure for **Avatar Legends: The Roleplaying Game**. Set in the Hundred Year War Era, this adventure includes everything you need to run an exciting singular story of your very own, or to play as an episode in an ongoing campaign.

You and your companions must protect a group of refugees fleeing the Fire Nation army! But can you keep yourselves hidden in the ruins of the Western Air Temple when there is sabotage afoot? Someone, or something, is blocking off all your routes to escape—can you get to the bottom of what is happening before it's too late?

- An adventure set in the Hundred Year War Era in the Western Air Temple, where the heroes must help a group of refugees escape the Fire Nation army!
- Five pregenerated character playbooks—tailored to this adventure—that help you jump into the action.
- A rules quick reference to use alongside the free-to-download Avatar Legends quickstart.



Players
3-6

Time
2-4 hrs

Rating
Everyone



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